

The Settlers IV Advanced Hotkeys

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1 Features

It will be possible to set custom keys to do the following actions with the click of one key:

- customize all hotkeys for S4
- open tool smith menu
- crush building
- toggle pause building
- configure working area (g)
- stop building
- stop every building of one type
- activate and deactivate prio on construction site
- deactivate prio on every building of one type by cycling through all buildings of that type

2 How to make it work

2.1 Install AutoHotkey

It is necessary to download and install AutoHotkey (AHK) from <https://www.autohotkey.com/> to later on compile the AHK script with edited coordinates.

AHK scripts can be executed by right clicking either the **.ahk** or the **.exe** file and choosing **run as administrator**. This is necessary, because SU also requires admin rights. In windows you stop a running AHK script like this (or kill the task in the task manager). As you are finished setting up the script and when you have created the **.exe** file you can tell windows to automatically run the program in administrator mode so it is impossible to forget.

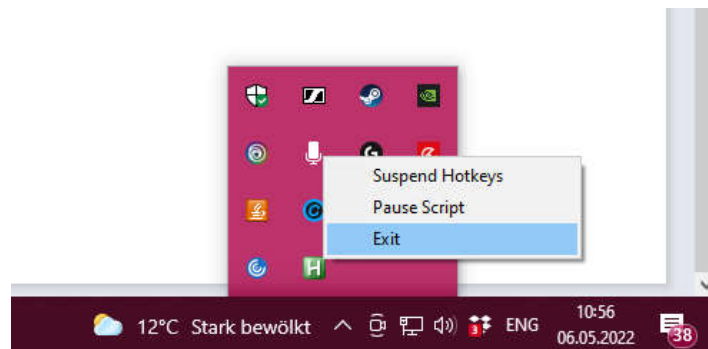


Figure 1: How to stop a running AHK script

2.2 Edit Coordinates in Script

Open the script **Vincent's_Hotkey_Skript.ahk** in a text editor of your choice (e.g. notepad++).

In the first part you need to set up which hotkeys you want to use for all of the features. Note that the hotkey presets differ from the original SU hotkeys.

In the second part you can change language settings. German is the default. Remove the corresponding ";" and add one to the second part of this section if your Settlers 4 language is English.

In the third part variables x_***** , y_***** and $color_*****$ are defined, e.g. $x_toolsmith := 66$. The first two describe the coordinates of the location, the last one the color. You will need to edit those, in order for the script to function on your computer/monitor/settlers IV. The process to change the variables is described in the rest of this document. As soon as you variables are set up you are done and can use the script.

2.3 Example: Toolsmith

In the following it will be showcased how to edit the first section (toolsmith hotkey):

```
41 ;Settings for Pixelz ; Pixel setzen
42 ;
43 ;Toolsmith coords ;Koordinate Werkzeugschmiede
44 x_toolsmith := 66 ;location of toolsmith in Menu ;Ort der Werkzeugschmiede im Menu
45 y_toolsmith := 455
46 x_toolselection := 260 ;location of tool selection Menu ;Ort des Werkzeugsmende
47 y_toolselection := 377
```

Figure 2: toolsmith section in the script

The numbers in line 44,45,46 and 47 need to be adjusted. Therefore you need to know, which locations they are supposed to describe:



Figure 3: $x_toolsmith$ and $y_toolsmith$ describe exactly the location of this button



Figure 4: $x_toolselection$ and $y_toolselection$ describe a location in the middle of the tool selection menu

Now you need to figure out those coordinates. To do that, you can use the **getCoordsAndColor-WithZ.exe**. As described in section 2.1 you run the script as administrator. And in the game settlers

IV you navigate your cursor to the location, of which you want to know the coordinates plus color and then press 'z'. Then a window pops up and tells you exactly the location of your cursor and the color of the pixel at that location. Make sure, that the settlers IV application is the active window right now, try it multiple times to make sure, that the coordinates are correct.

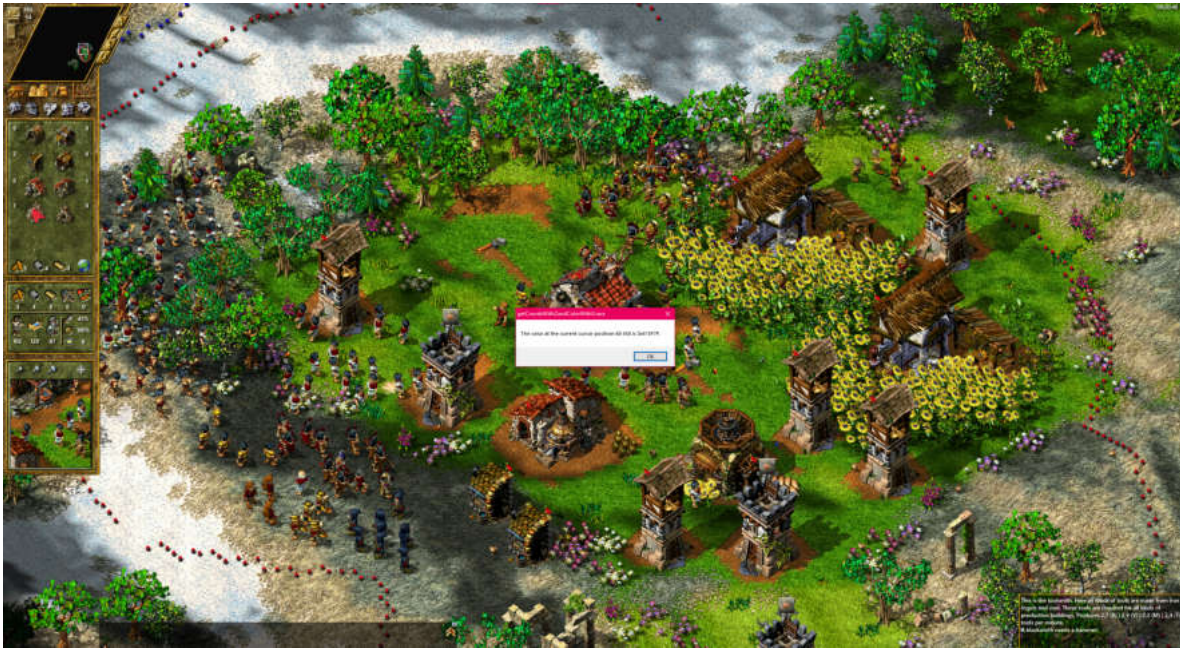


Figure 5: Make sure the cursor is at the right location, then press 'z' so that the window pops up with the coordinates plus color

Now enter YOUR correct coordinates into the hotkey script.

2.4 Compile AHK script

First go to section 2.5 and adjust all the numbers in the script.

Then after you edited the **.ahk** script and successfully entered YOUR correct coordinates, you can compile the script, by right clicking the **.ahk** file, choosing '**Compile Script (GUI)...**' and then pressing '**convert**'. Then you have your **.exe** file that you can always execute with admin rights, in order to run you s4 hotkey script. Enjoy.

2.5 Showcase of the described locations



Figure 6: x_bomb , y_bomb and $color_bomb$ describe the exact location and color of the bomb button

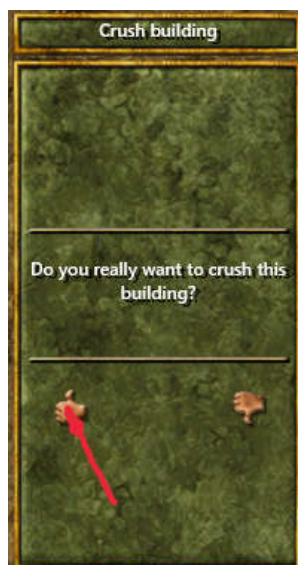


Figure 7: $x_thumbsup$, $y_thumbsup$ describe the exact location of the thumbsup button (thumbsdown analog)



Figure 8: x_white , y_white describe a perfect white pixel in the third line of the message when crushing your last tower. Therefore $color_white$ needs to be 0xFFFFFFFF and you need to find the coordinates where the color also is 0xFFFFFFFF.



Figure 9: x_prio , y_prio and $color_prio$ describe the exact location and color of the yellow prio exclamation mark. x_wheel , y_wheel and $color_wheel$ describe the exact location and color of the prio wheel



Figure 10: x_house , y_house and $color_house$ describe the exact location and color of the house 'pause construction site' button



Figure 11: x_green , y_green and $color_green$ describe the exact location and color of the green circle 'set working area' button of a BUILDING



Figure 12: x_{green2} , y_{green2} and $color_{green2}$ describe the exact location and color of the green circle 'set working area' button of a CONSTRUCTION SITE



Figure 13: x_{arrow} , y_{arrow} and $color_{arrow}$ describe the exact location and color of the arrow button